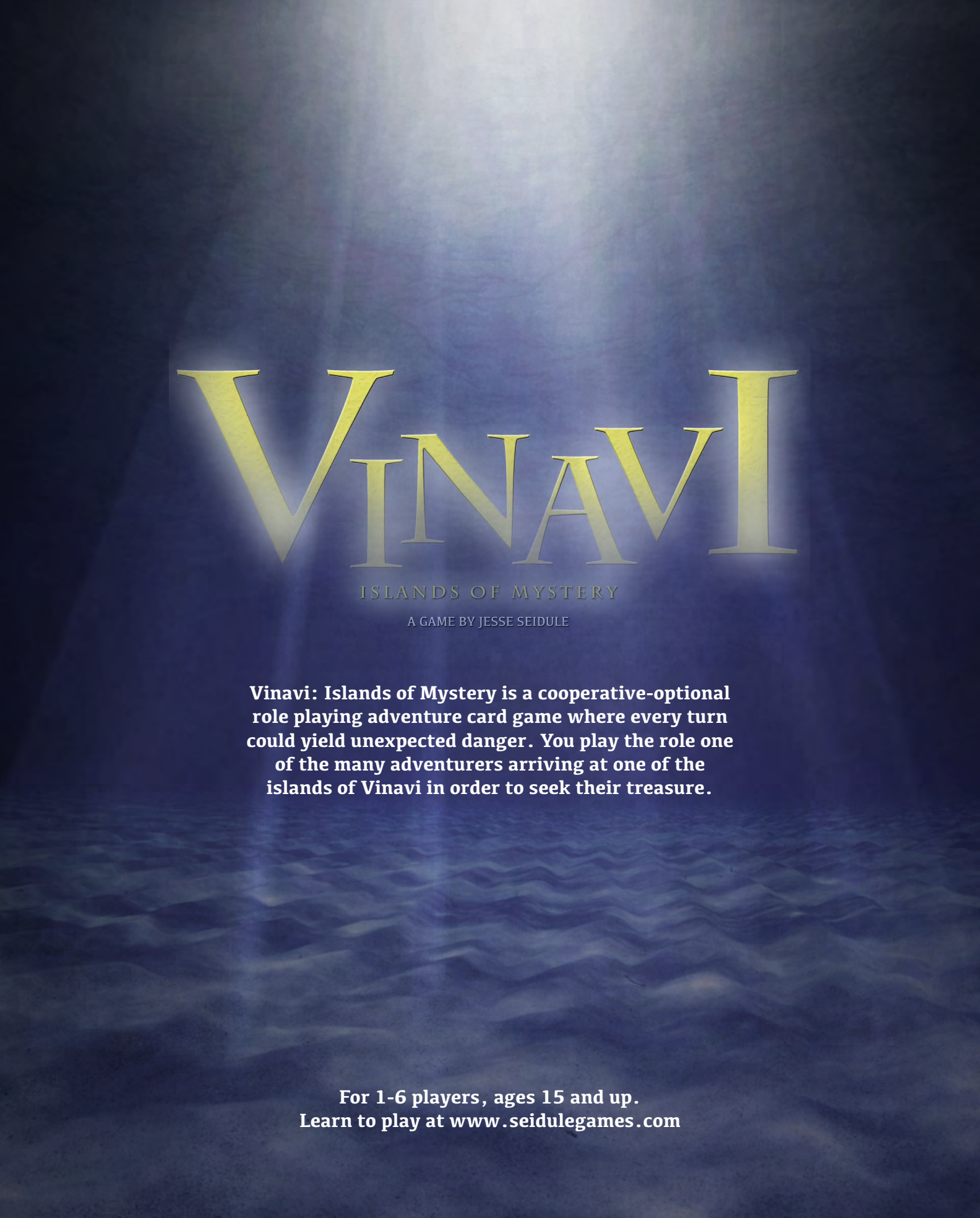

Vinavi: Islands of Mystery is a cooperative-optional role playing adventure card game where every turn could yield unexpected danger. You play the role one of the many adventurers arriving at one of the islands of Vinavi in order to seek their treasure.

For 1-6 players, ages 15 and up.
Learn to play at www.seidulegames.com

Welcome to Vinavi

Vinavi is an archipelago comprising of approximately 7,108 islands. Vinavi was a very wealthy nation with bountiful resources. After problems with outsiders looking for their own wealth, Vinavi decided to shut down trade routes and chose to ignore diplomatic contact. A blockade surrounded the islands and none could successfully sneak in. The world learned to accept it and Vinavi became a legend. The legend grew over generations. Young adventurers became fascinated by the idea of city street paved in gold and buildings stretching to the sky made of the finest marble. It took the desire of one adventurer to set out across the ocean to find Vinavi. When that adventurer did not return, people did not assume the worst. Instead, they assumed he found it and they has dropped the blockade. Anyone and everyone looking to find their fortune set out to the islands of Vinavi. Upon their arrival, they found an overgrown forest on the capital island of Runde. The city that once shined in the setting sun was tainted with death and appeared to be ages old and decrepit. Weaker men turned back to the mainland, while others still believed their treasured awaited. As you make your way to the island on a boat full of strangers, you spot several ships full of men returning to the mainland. "Go Back! Death awaits!" they shouted. You urge the captain to continue on the journey and ignore weaker men. Your adventure begins on the once most populous island, Runde. Runde was rumored to be the wealthiest island amongst the island nation.

Vinavi: Islands of Mystery is a cooperative-optional role playing adventure card game where every turn could yield unexpected danger. You play the role one of the many adventurers arriving at one of the islands of Vinavi in order to seek their treasure. Your goal is to take down your adversaries to become the greatest adventurer on the island.

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Keywords

This is a list of all keywords used on cards and in this manual. When these words are used, they will be bolded. For Equipment Keywords, see page 11.

Active Players: Players involved in your current session.

Adventure Pool: The enemy, loot, weapon, off hand, scenario, situation decks, and active adversary.

Advance: This improves your character, skills and equipment. More information on advancement on page 10.

Assist Cards: Some monsters place assist cards during the setup. These cards act as a duplicate of the monster that that caused them to come into play. They share all variable qualities, such as hit points and weapons. They do not drop loot, but they do leave corpses.

Attack: A player or enemy may make an attack. This attack uses attack effects only. In most cases, attacks will give you a dice roll. Dice rolls are added up for each card that attacks.

Attribute: Any check box located on your equipment.

Backpack: You may store a number of skills, loot, and equipment under your character sheet card. Each character's backpack size varies.

Campaign: Each time you start a game with a fresh deck and adventure pool, a new campaign begins. It continues over multiple sessions.

Cast: A player or enemy may make a cast. This is an attack or benefit using cast effects only. In most cases, casts will give you a dice roll. Dice rolls are added up for each card that casts. Both may occur.

Challenge: When an adversary is active, it will have a challenge requirement. When the challenge requirement occurs, the adversary immediately fights the party that achieved it. This is not optional.

Discard: Place this card on top of your discard pile.

Discover: Draw from the top of the deck specified on the card. If the deck is still in the box, choose a card from that deck at random.

Enemy: A monster or adversary. In a PVP fight, an enemy is the opposing player.

Engage: When an enemy is engaged, they are locked in a fight with the engaged player. You may not move if you are engaged in a fight with an adjacent enemy. If the enemy uses attack, it is placed adjacent to your avatar in the nearest space from which it came. If the enemy uses cast, it moves to the maximum range of from its target to perform the cast. One way to break engagement is to roll a d6. A roll of 1-3 breaks engagement.

Enhancement: Any check box located on your skills.

Equipment: Any weapon, off hand, or object.

Escape: When an enemy causes you to flee, resolve the escape effect. Then, that enemy recycles.

Exhaustion: A player becomes exhausted when their player hand or deck is empty. An exhausted player may not move.

Expel: Cards removed from play are placed in the game box.

Flee: Immediately remove yourself from a fight. When done successfully, the scenario is considered a failed scenario and is recycled back into the scenario deck. If the party flees from an active adversary, the adversary escapes and is recycled back into the adversary deck.

Heal: Target(s) gain hit points.

Initiative Order: The order in which players and enemies take their turns.

Lines: A line represents players' and enemies' positions in a fight. Lines are arranged from front to back. Any players or enemies between the front and back are considered in the middle. Any number of players can be on any number of lines. A player and an enemy may not be on the same line.

Loot: Loot is a player action that may be attempted during a fight. If you are not engaged and are adjacent to a corpse, you may loot instead of playing any skills.

Lasting Effect: When an adversary or scenario is active, it may have a lasting effect. The lasting effect occur until the adversary or scenario is inactive.

Maneuver: Move your character up to two lines. This move cannot pass through a line where an enemy is not engaged.

Own: Cards in your player area are considered owned by you.

Pack: To place into your backpack.

Party: A party may consist of 1-6 players. There may be up to six parties per game.

Play: This card enters play onto a card type that is specified. Details of play are explained on each card with this keyword. Play ends after a fight is over or at the player's discretion. No target may possess more than one play effect card of the same name.

Player Area: This area includes your played deck, equipment, character sheet, and backpack. These cards are owned by you.

Player Death: A player dies if they run out of hit points. Once dead, the player may not move or make any actions. More on page 10. Optional death rules on page 11.

Range: Range determines a skill's reach. A range counts lines away from the source of the skill in the direction that the source is facing. For example, a range of 1 is targets an adjacent line.

React: Activate this effect during the React step. A card played as a React effect does not count toward your skill limit.

Recycle: Place this card on the bottom of its deck.

Rejuvenate: Target(s) shuffles X number of discarded cards into his or her played deck.

Reveal: If you find reveal effect is shown, the reveal effect happens immediately.

Self: When a skill has "Target: Self" or "Range: Self", the skill affects only the player and the threat generated does not cause engagement.

Session: Each time you play Vinavi, it is referred to as a session. A session may end after a scenario ends or before a scenario begins.

Other things you may see

Italicized Text: This text is intended for role play use. Paragraphs may describe a background story of a scenario or background.

LVL : Your Level.

PLR : The number of players in a party.

LVL : The level of the highest level player in a party.

PL : The level of the highest level player in a party multiplied by the number of players in a party.

: When a card with this symbol is on the line, this represents which direction your character can attack or cast.

Solo: This card may be and must be played by itself.

Skills: Any abilities, spell, or inexperience.

Static: Character cards may have a trait that has a static effect. If this trait is has mark, it is always active.

Success: Once this card resolves or is defeated, you must roll 2d6 to attempt success effects. You must roll higher than the number shown in order to earn the success effect. If the number is 0, the effect automatically succeeds. If an adventure pool deck is named, draw a card from that deck.

Swap: This is the act of switching weapons from the ones in your hands to a weapon or weapons in your backpack. This action takes a full turn.

Threat: Weapons and Skills have a threat listed in the top right corner of each card. This acts as a measure of the intensity of the player's attack. This is used to determine engagement and other effects. A maximum of a threat 10 is allowed each round per player.

Threat Level: After each player declares their actions, threats are added up. A threat level is formed based on the threats used by the players. The highest threat is ranked #1 on the threat level. The second highest threat is ranked #2, and so on. If two or more threats are tied, each player with a matching threat rolls 2d6. The highest result of the dice roll is ranked highest amongst the tied threat. Reroll 2d6 if a roll result is the same as another.

Two Handed: To equip, your off hand must be empty.

Components

16 Avatar Cards	60 Weapon Cards	25 Objects	20 +10 Count Tokens
16 Class Cards	30 Off Hand Cards	20 Adversary Cards	2 4-sided dice
18 Race Cards	30 Monster Cards	15 Assist Cards	2 6-sided dice
110 Abilities Cards	30 Situation Cards	20 Great Bounty	**Total: 600 cards,**
110 Spells Cards	30 Scenario Cards	40 +1 Count Tokens	**90 tokens, 4 dice**
10 Hidden Motive Cards	20 Loot Cards	30 +5 Count Tokens	

Ability: The ability card can be part of your hand or backpack. This card works with other attack cards, such as weapons.

Spell: The spell card can be part of your hand or backpack. This card works with other cast cards, such as other spells and wands.

Class: The class card is chosen at the start of the game by each player. It stays in your player area. If you have leveled traits, it is used to activate these traits. There is one of each type of class per set of cards. Each class is capable of different skills and trait. Read them all before choosing your class. After all players have a class, the remaining cards are removed from play.

Race: The race card is chosen after you choose your class. Any class can be any race. Some races work better for certain classes. With the choice of 16 classes and 6 races, there are 96 unique character combinations to try.

Hidden Motive: You may look at your hidden motive cards at anytime. When a hidden motive effect resolves, you must activate it. Once a hidden motive is activated, turn it face up and set it beside your race card. To expel any of your hidden motives from the game, you may choose to lose a level.

Loot: The loot card deck remains in the adventure pool. Loot cards can be drawn as a result of a success effect. Most loot cards have a reveal effect which cause them to be used immediately. Only one of each loot card is allowed to be stored per character.

Adversary: The adversary card deck remains in the game box. When an adversary is required to come into play, shuffle the adversary deck and take one at random to place into the adventure pool beside the monster deck. Many adversaries have lasting effects that will affect the adventure while the adversary is near by. To fight the adversary, you must complete the challenge requirements. It is possible to fight more than one adversary at a time.

Weapon: The weapon card is displayed in your player area. There are one handed and two handed weapons. One handed weapons may be placed in either hand, while two handed weapons occupy both hands. These cards, with the exception of wands, add to your attack. Wands add to cast. When their attack is used normally, they return to your player area. If an attack weapon is in your offhand and it is being used in an attack, add an additional 2d4 to your attack.

Off Hand: The off hand card is displayed in your player area. They may only be equipped in your off hand. These cards include shields and magical objects.

Monster: The monster card deck remains in the adventure pool. Monster cards can be revealed during the explore step while a scenario is active. It is possible to fight more than one monster at a time.

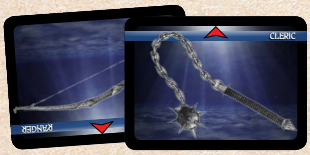
Situation: The situation card deck remains in the adventure pool. Situation cards can be revealed during the explore step while a scenario is active.

Count Tokens: Count tokens are used to determine hit points for monsters, players, and adversaries. They are also used for countdown timers on scenarios and other cards that require them. Other uses for the count tokens may occur.

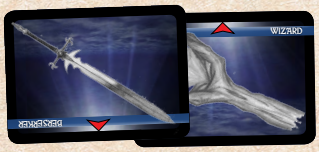
Card Setup: Adventure Pool

Monster Line

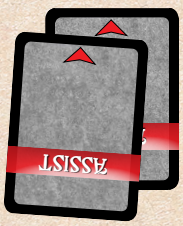
Player Line: Front



Player Line: Middle



Player Line: Back



Monster Line

Object Deck

Weapon Deck

Off Hand Deck

Monster Deck

Active Adversary

Scenario Deck

Situation Deck

Loot Deck

Card Setup: Player Area

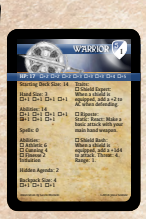
Cards played during the strategize step

Backpack

Main Hand

Off Hand

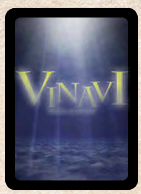
Top: Race
Bottom: Hidden Traits



Class

Object

Object



Played Deck

Discard Pile

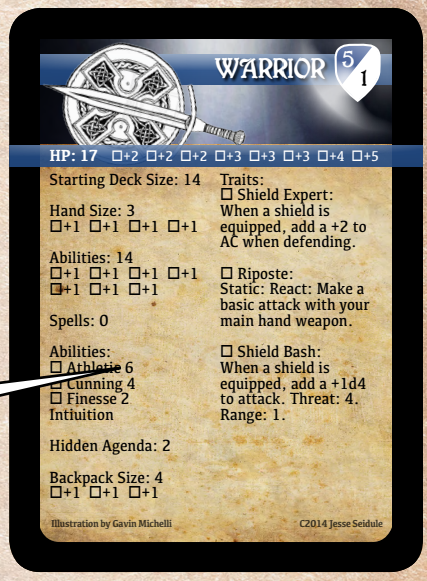
Card identification

AC/Will

Threat Level

Attributes

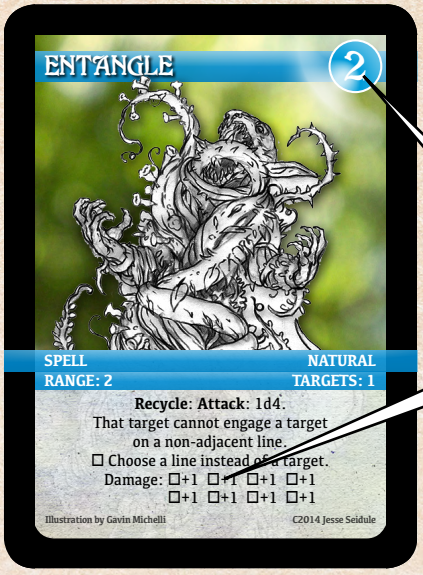
Assist cards that come into play are equal to the number of active players.

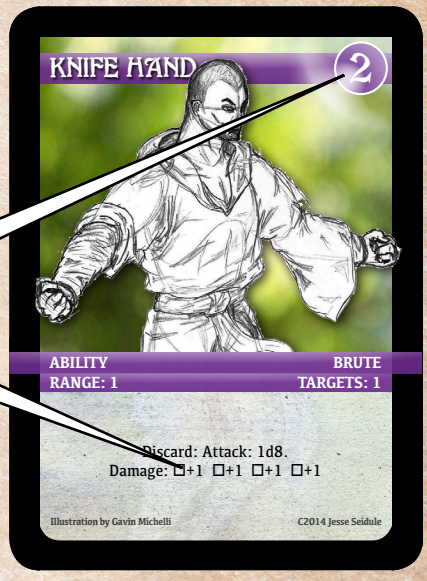


AC Requirement to equip

Maximum Threat usable

Attributes

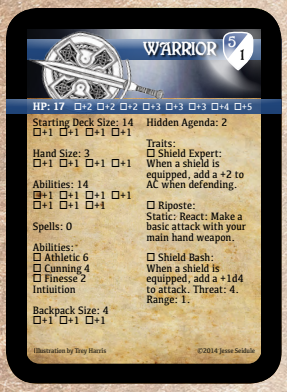




Threat Level

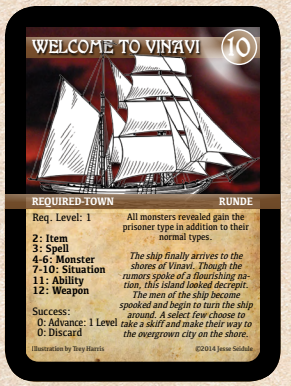
Enhancements

Types of Cards

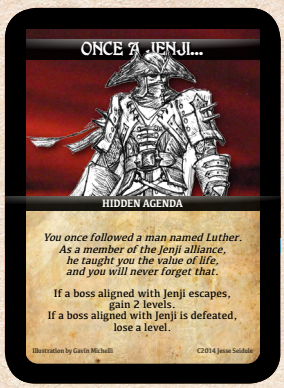


Class Card

Monster Card



Scenario Card



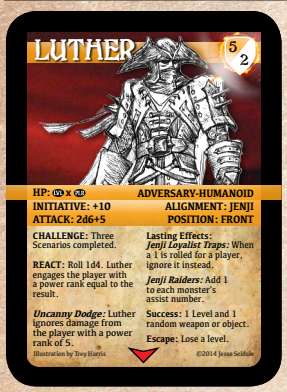
Hidden Trait Card

Spell Card

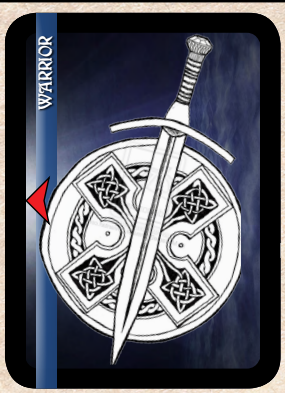
Ability Card

Weapon Card

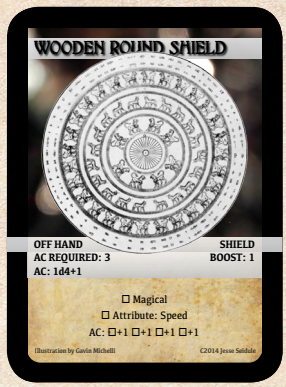
Object Card



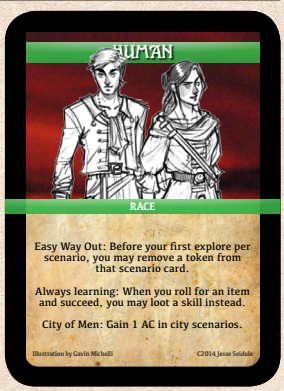
Adversary Card



Avatar Card



Off Hand Card



Race Card

Loot Card

Situation Card

Assist Card

How to Play: 1. Preparation

Creating a Character:

- Each player chooses one class and one race. This will represent you for the rest of your game. Each class has their own place in a party, but few can solo efficently.
- Based on your class selection, collect your starting equipment and deck. You must use the builds to right.
- Based on your class, choose random Hidden Motives.

Preparing your Player Area:

- Once you have created your character, arrange your equipment face up in front of you. Suggested arrangement is shown on page 5.
- Place your hidden traits face down underneath your race card. You may look at them at any time.
- Your skills make up your starting hand.
- If this is your first game, one object space and your backpack will be empty.

Preparing the Adventure Pool:

- Remove the following decks from the box: Enemy, Loot, Weapon, Off Hand, Scenario, and Situation. Arrange them on the table as shown in the example on page 5.
- The following unused cards remain in the box: Hidden Motive, Avatar, Class, Race, Abilities, Spells, and Adversary.

Choosing your Game Type:

- You may choose Full Cooperative, Friendly Fire Cooperative, Full PVP. The game type may change if all players agree to a change. See answers to PVP questions on page 11.
  - Full Cooperative: In this mode, players are part of a single party from start to finish. Players may not damage each other. This is the easiest way to learn and play Vinavi.
  - Friendly Fire Cooperative: In this mode, players begin the campaign as part of a single party. Players may damage each other. This may be intentional or by accident through use of multi-line spells. Players may separate from the party at any time.
  - Full PVP: In this mode, players form two or more parties at before the start of the campaign. Players may damage each other. This may be intentional or by accident through use of multi-line spells. Players may separate from the party at any time.

Once your player area and your adventure pool is prepared, you are ready to embark. Each starting hand size is a different. This is indicated on your class card.

Character Starting Builds

MELEE

*Warrior **Equipment**: 1 Long Sword, 1 Wooden Round Shield, 1 Full Plate
Warrior Hand: 4 Power Strike, 2 Provoke, 1 Harass

Rogue **Equipment**: 1 Dagger, 1 Short Sword, 1 Studded Leather
Rogue Hand: 3 Power Strike, 1 Backstab, 1 Evade

Monk **Equipment**: 1 Bo Staff, 1 Hide Armor
Monk Hand: 3 Power Strike, 1 Mantra of Stamina, 1 Evade

Berserker **Equipment**: 2 Short Sword, 1 Hide Armor
Berserker Hand: 3 Power Strike, 1 Wild Strike, 1 Evade

CROSS-CLASS

*Reaver **Equipment**: 1 Long Sword, 1 Wooden Shield, 1 Half Plate
Reaver Hand: 3 Power Strike, 1 Magic Spark, 1 Provoke, 1 Banish Undead

*Paladin **Equipment**: 1 Long Sword, 1 Wooden Shield, 1 Half Plate
Paladin Hand: 3 Power Strike, 1 Magic Spark, 1 Provoke, 1 Renew

Spellsword **Equipment**: 2 Short Sword, 1 Banded Mail
Spellsword Hand: 2 Power Strike, 1 Flesh Rip, 1 Minor Energy Blast, 1 Barrier

Bard **Equipment**: 2 Short Sword, 1 Banded Mail
Bard Hand: 2 Power Strike, 1 Second Wind, 1 Cruel Grasp, 1 Barrier

Seeker **Equipment**: 2 Short Sword, 1 Banded Mail
Seeker Hand: 3 Power Strike, 1 Living Earth, 1 Barrier

Ranger **Equipment**: 2 Short Sword, 1 Banded Mail
Ranger Hand: 2 Power Strike, 1 Dodge, 1 Bear Strength, 1 Barrier

CASTER

Druid **Equipment**: 1 Bo Staff, 1 Studded Leather
Druid Hand: 2 Power Strike, 1 Renew, 1 Magic Spark, 1 Shapeshift: Dire Bear.

Beguiler **Equipment**: 1 Wand, 1 Robe
Beguiler Hand: 1 Magic Spark, 1 Hold Creature, 1 Enthrall, 1 Barrier

Wizard **Equipment**: 1 Wand, 1 Robe
Wizard Hand: 1 Magic Spark, 1 Disintegrate, 1 Shadow Step, 1 Barrier

Cleric **Equipment**: 1 Wand, 1 Robe
Cleric Hand: 1 Magic Spark, 1 Rain of Blessings, 3 Renew

Summoner **Equipment**: 1 Wand, 1 Robe
Summoner Hand: 1 Magic Spark, 1 Enhance Servant, 1 Living Earth, 1 Barrier

Necromancer **Equipment**: 1 Wand, 1 Robe
Necromancer Hand: 1 Magic Spark, 1 Feign Death, 1 Banish Undead, 1 Barrier

*: Recommended for solo play.

2. Formation

Formation occurs before and after a scenario is active. Arrange your party's avatars on the lines. A line represents players' and enemies' positions in a fight. Lines are arranged from front to back. Refer to the table on page 5. Any players between the front and back are considered in the middle. Any number of players can be on any number of lines. A player and an enemy may not be on the same line. This can be adjusted during rest. You may also swap without using an action during this step.

3. Embark

To embark on a journey across Vinavi, choose a destination. The destination will have a distance number. You must complete that many scenarios to reach this destination. To activate a scenario, discover a scenario and place tokens equal to the token value on the scenario card. These are called scenario tokens. The scenario is now considered active. After you have completed the required number of scenarios, the destination becomes active.

Types of Scenarios:

Wilderness
Underground
Ruins
Structure

During an active scenario:

Rest: During this step you may trade equipment, flee from a scenario without rolling, or adjust your party's formation.

Explore: Roll a 2d6 to decide what you discover while searching the scenario dungeon. After you resolve the result, remove a scenario token.

- If the result is Situation: Discover a situation card. Resolve the situation card text.
- If the result is Weapon, Off Hand, Object, or Loot: If multiple parties are exploring, they must fight to earn the result. Once a winner is determined or if only one party is exploring, discover one card from the appropriate deck.
- If the result is Special: Do not discover anything from the adventure pool. Instead, read the body of text on the scenario card to find out what special effect occurs.
- If the result is Nothing: Nothing happens. Resolve.
- If the result is Monster: You have two options: Fight or Flee.

To Fight:

Setup your fight: This step happens only at the beginning of each fight.

- Flee: Once you see a monster close and personal, the idea of fighting it becomes a foolish one. Before initiative is rolled, you may attempt to flee. This is explained in detail on page 10.
- Initiative: Roll initiative (2d6) against the enemy. Add your party's initiative bonuses to the roll to get your party's result. Now roll for the enemy and add its initiative bonus. If fighting multiple enemies, add their initiatives together. Do not include assist cards. These numbers represent the initiative order. The higher roll goes first.
- Hit Points: Roll and/or use math to decide the enemy's or enemies' hit points.
- Enemy Formation: Place the enemy and any assist cards on the lines listed on their cards.

The following steps are similar for the party and the enemy. In a PVP situation, the steps are the same for each player, though opposing parties cannot occupy the same line at any time.

Each turn:

Strategize:

Player's turn: During this step, decide how you will attack or cast using your skills, traits, and equipment. Your class card represents your trait and will not deactivate any static effects you may have earned if you decide to play it. Instead of an attack or cast, you may choose to flee, swap, or make a maneuver. Players are free to coordinate their attacks and casts. Once each player has decided how to attack or cast, place the attack or cast cards face down in front of you. After all players have done so, all players reveal their attack or cast at the same time. After the reveal, players announce targets in order of lines from top to bottom. Turn your avatar to face one of your targets. If any skills conflict and cannot legally resolve due to range, threat, etc., they are considered unplayed and are returned to your hand. They can't be replaced with another attack or cast. Targeted enemies engage the highest threat that targeted them.

Enemy's turn: If a monster is not engaged, it engages an adjacent player with the highest threat level using only a player's equipment. If two or more players are tied, they each roll 2d6 until they roll a result that isn't tied. The enemy engages the player with the lowest roll. Enemies make an attack or cast roll using their attack or cast including any weapons or added effects. Each player rolls their AC or will roll. If the AC or will roll is higher than the attack roll, no damage is dealt. If the AC or will roll is lower than the attack roll, the player takes damage equal to the difference.

How to Attack or Cast:

To Attack: During the strategize step, you may attack an enemy. You may play up to three attack cards. At least one of these cards must be your main hand weapon. If an attack weapon is in your offhand and it is being used, add an additional 2d4 to your attack. The other two cards may be your off hand weapon, a trait from your class card, or a card from your hand that is an ability. All cards must have legal range values and the effect used may not be a cast effect. Cards used may not exceed a threat value of 10. If you are using a card from your hand, you may have to choose to recycle or discard. This affects only the card with that choice.

To Cast: During the strategize step, you may cast spells through your hand or weapons. You may play three cast cards. All cards must have legal range values and the effect used may not be an attack effect. Cards used may not exceed a threat value of 10. If you are using a card from your hand, you may have to choose to recycle or discard. This affects only the card with that choice.

Embark

React:
Player's turn: The enemy may react to strategy at this time using react effects only. Resolve any react effects immediately. This happens before the strategize resolves.
Enemy's turn: Player may react to strategy at this time using react effects only. Resolve any react effects immediately. This happens before skills and strategy resolve.
Resolve:
Player's turn: Apply damage. During this step, players may cancel play effects.
Enemy's turn: Apply damage.
End Turn:
Player's turn: Players may also recycle any number of unplayed cards from their hand, then they must draw 1 card from their played deck. Afterward, the next party or enemy in the initiative order takes their turn. After the end of the initiative order is reached, the first player or enemy takes their turn.
Enemy's turn: It is now the player's turn.

To Flee: Fleeing is an important part of the game! You won't be able to defeat every monster you encounter. Each player may attempt to remove themselves from the fight by rolling a d6. On a result of 1-3, the flee is successful. Including any bonuses, a flee will always fail with a result of 1 unless the flee is automatic. A flee will always succeed with a 6 unless it is automatic. If you are level 5 or under, you get a +2 bonus to your flee roll.

After you resolve the explore roll: Remove a token from the scenario card. When all enemies and assist cards are out of hit points, resolve the success effect on the enemies' cards and clear all enemy corpses from the lines. Some scenario cards may have an end effect. After all tokens are removed from the active scenario, resolve the end effect. If there is no end effect or the end effect is resolved, the scenario is complete and successful! Resolve the success, then recycle the scenario card. At this point you may choose to embark again to continue exploring Vinavi or end your session.

If you are still dead at the end of a scenario: For each scenario completed while you are dead, you lose 2 levels. Another member in your party may carry your body along with them until they find a way to resurrect you. A body occupies 4 backpack spaces. If you drop below level 1, you may not be resurrected. You may start a new character and rejoin the party – if they'll allow you!

All tokens have been removed from the scenario:
The scenario is complete! Resolve the success effect.
If there is an Advance effect: An advance effect will usually be a part of a success effect. Only one player is eligible per one advance. If two boxes are
Advance a Level: To gain a level, mark one empty box on your class card. Your level is equal to the number of marks made on your class card.
Advance a Attribute: To gain an attribute, mark one empty box on an equipment card located in your player area.
Advance a Enhancement: To gain an enhancement, mark one empty box on any skill located in your played deck or hand. If you marked a card in your played deck, return that card to your deck, then shuffle afterward.
If there is a Success effect: Draw the top card of the deck listed after the success effect. That card is now owned by the player that drew it.

After the scenario is complete: You may choose to embark and draw another scenario card or end your session. To end your session, each player gathers all of the cards in his or her player area. Keep them together for your next session. There is more information on ending a session below.

Things that may happen during your active scenario

Marking your cards: When you advance, you make a mark on a card. If you do not wish to mark your cards, we suggest you use high quality sleeves and a permanent marker. The only cards that warrant marks are cards in your player area. If you are not using sleeves, use something that can be erased. You can print out your own character sheets at seidulegames.com.

Ending a Session: After you have stored all cards in your player area, store all cards in the adventure pool. If you must end your session while an adversary is active, make a note of which adversary is active and your progress toward challenging that adversary. If you must end a session before a scenario is complete, try to flee. If you fail, it's okay. At least you tried!

An Adversary Appears: Adversaries are trying to explore the island for loot and will take down anyone who stands in their way. Some adversaries have managed to coerce inhabitants of the island to do their bidding. You must take down any adversaries that show up during your adventure.

Adversaries are placed in the active adversary space beside the monster deck. Some adversaries have lasting effects. All lasting effects possessed by the adversary are active and affect all parties while the adversary is in the active adversary pile and while the adversary is in combat.

To fight an adversary, you must complete their challenge. Once the challenge is complete, the fight begins immediately. If a party is currently fighting a monster and completes the challenge, the adversary joins the fight and shares initiative with the monster.

Once all adversaries are defeated, it is clear that you are the greatest adventurer in Vinavi. More adversaries will show up in Vinavi down the road. For a challenge, you may allow some others to return to the island. Your adventure is never truly over!

Frequently Asked Questions

GENERAL:
Q: Do I round up or down?
A: Always round up.

LEVELING:
Q: What is my starting level?
A: Your starting level is zero. Levels are based on the number of marks on your card.

Q: What is the number listed after skills on my class card?
A: This is the maximum threat level you can use from these particular skills. If you acquire "Intuition 6", then you cannot use an "Intuition 8" ability.

PARTY:
Q: What's the maximum and minimum party sizes?
A: Maximum is unlimited. Minimum is one.

Q: Can I form two parties to explore Vinavi?
A: Yes, though it is usually to your advantage to stick together. Some cards will force the party to split. PVP play will also cause two or more parties to exist.

Q: How do I form another party?
A: When you split from the party and make your own party, place your party on a new set of lines.

PVP:
Q: In a PVP campaign, how do scenarios work?
A: Each party remains in their separate lines. When both parties are ready to embark, each party individually decides whether they want to explore an optional scenario. If the scenario is required, then all parties must explore the scenario. The party with the highest initiative explores first. Each party takes turns in order of initiative. When a party explores an loot, other parties may choose to attack the exploring party before the loot roll is made. The last party standing in that attack makes the loot roll.

Q: I'm in a PVP campaign and I want to attack the other team. How do I do this?
A: When exploring a location, you may fight the other party when an opposing party's explore dice yields an loot roll and when the last token is removed from a scenario card. When entering another player's set of lines, your party must remain in formation but face the other party as shown in the diagram here:

Q: I've made peace with the other party. When can I rejoin their party?
A: During an explore, you may rejoin a party during the rest step. Otherwise, anytime.

Q: Can three or more parties fight each other all at once?
A: Yes. Each of those parties enter the defending party's line in order of initiative. Parties may not enter between two other parties.

Optional Rules

First to 20: In this mode, begin a campaign in friendly fire PVP mode. The first player to level 20 wins the game. This may take multiple sessions. Because of this, no player may level his or her character without the other players at the table.

Death Lite: When you die, you fail the scenario. You lose everything in your backpack and one level.

Lines: PVP
Between Two Parties

Equipment Keywords

Critical: Weapon is capable of causing critical hits. When two or more of your attack dice rolls their maximum amount, the hit is critical. If the hit is critical, add 1 additional damage for every 2 damage originally taken. If this damage is against a player, you may choose to discard one card off the top of his or her deck instead.

Damage: Add this modifier to each attack roll made with this equipment.

Feedback: When you are set to take damage, you deal feedback damage as a react effect.

Grip: Equipment cannot be disarmed.

Holy: If this weapon hits undead, add 1 additional damage for every 2 damage originally taken.

Keen: Raise the threat of this equipment by 1.

Light: A swap between two weapons with the light keyword does not take an action.

Magic Absorption: Reduces cast damage.

Magical: Equipment is now considered a magical equipment.

Poison: After the target takes damage, for every 10 hit points the target possesses, deal 1 additional damage at the end of the resolve step.

Reach: Multiply this weapon's range by 2.

Reinforced: Reduces attack damage.

Siphon: When an attack roll is made and damage is dealt, heal an amount equal to the pips of the lowest dice rolled.

Subtle: Lower the threat of this equipment by 1.

Credits

Game Designer
Jesse Seidule

Graphic Design
Jesse Seidule

Artists
Name
Name

Playtesters
Name
Name
Name
Name
Name
Name

Special Thanks
Name

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